

Q·bitz™

EXTREME

VISUAL DEXTERITY. UNLEASHED.

For 2 to 4 Players • Ages 8 & Up



MindWare®

Q•bitz™

EXTREME

Contents

- 80 Q•bitz Extreme Cards
- 4 Wooden Trays
- 4 Sets of 16 Cubes

Object

Be the first to correctly arrange your cubes to match the pattern on the card. Collect a card each time you win. The player with the most cards after eight rounds wins the game.

Set Up

Each player takes a tray and a set of 16 same-colored cubes. Place the stack of Q•bitz Extreme cards face down in the center of the playing area. Each round of game play starts with all cubes out of the trays.

Playing the Game

Round 1 – Any player turns over the top Q•bitz Extreme card. Players race to recreate the pattern shown on the card using their sets of cubes, rotating the cubes in any way. The first player to complete the pattern shouts, “Q•bitz!” If all players agree the pattern is correct, the winner is awarded the card. If the pattern is not correct, play resumes.

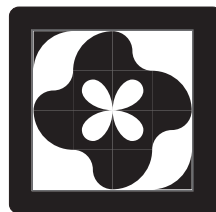
Round 2 – Any player turns over the top Q•bitz Extreme card. Players roll all of their cubes on the table like dice. Using the cubes as rolled (face up), players place as many cubes as possible in their tray to recreate the pattern shown on the card. Players race to re-roll all remaining unusable cubes

until they roll shapes that are needed to complete the pattern. The first player to complete the pattern shouts, “Q•bitz!” If all players agree the pattern is correct, the winner is awarded the card. If the pattern is not correct, play resumes.

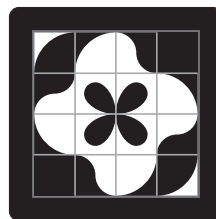
Round 3 – Any player turns over the top Q•bitz Extreme card. Players have 10 seconds to memorize the card. The card is then turned facedown and players must try to arrange the cubes in their tray to match the card from memory. The player who thinks he or she has recreated the pattern shouts, “Q•bitz!” The player with a correct pattern, or the most cubes in the correct places, wins the card.

Round 4 – Any player turns over the top Q•bitz Extreme card. Players race to arrange their cubes to replicate the **reverse** of the image shown on the card. (Example shown at right.)

The first player to complete the pattern shouts, “Q•bitz!” If all players agree the pattern is correct, the winner is awarded the card. If the pattern is not correct, play resumes.



Round 4 card



Round 4 cube solution

Winning the Game

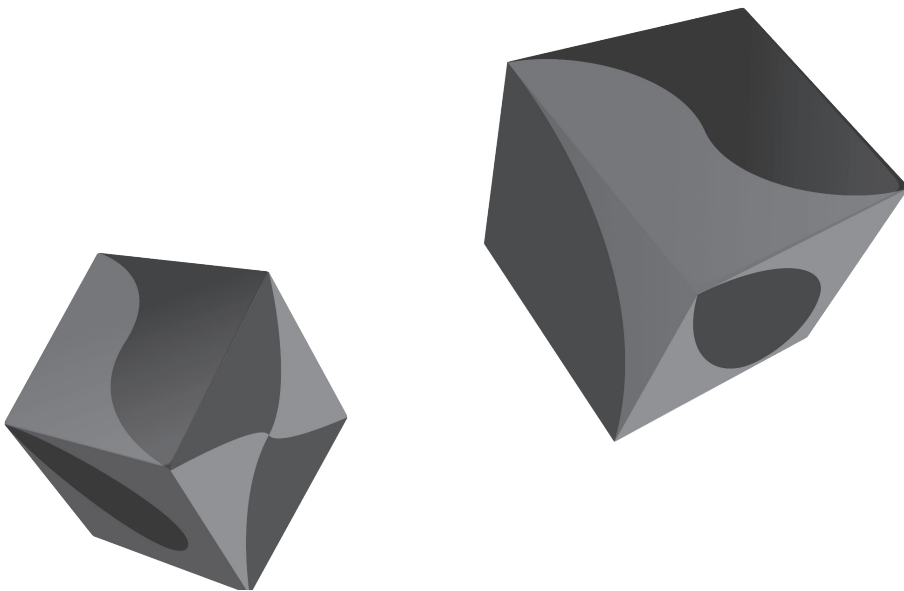
Play 2 sets of 4 rounds. The player with the most cards wins!

Game Play Option

Choose from one of the rounds of play, rather than all four, and play as many rounds as you wish!

Helpful Hint

Each set contains 14 identical cubes and two cubes that are identical to one another, but not to the other 14 cubes. It can be helpful to place the two unique cubes first when solving a pattern.



MindWare[®]
brainy toys for kids of all ages[®]

For other MindWare products visit
www.mindware.com

Game design by Peggy Brown

©2012 MindWare
2100 County Road C West
Roseville, MN 55113